

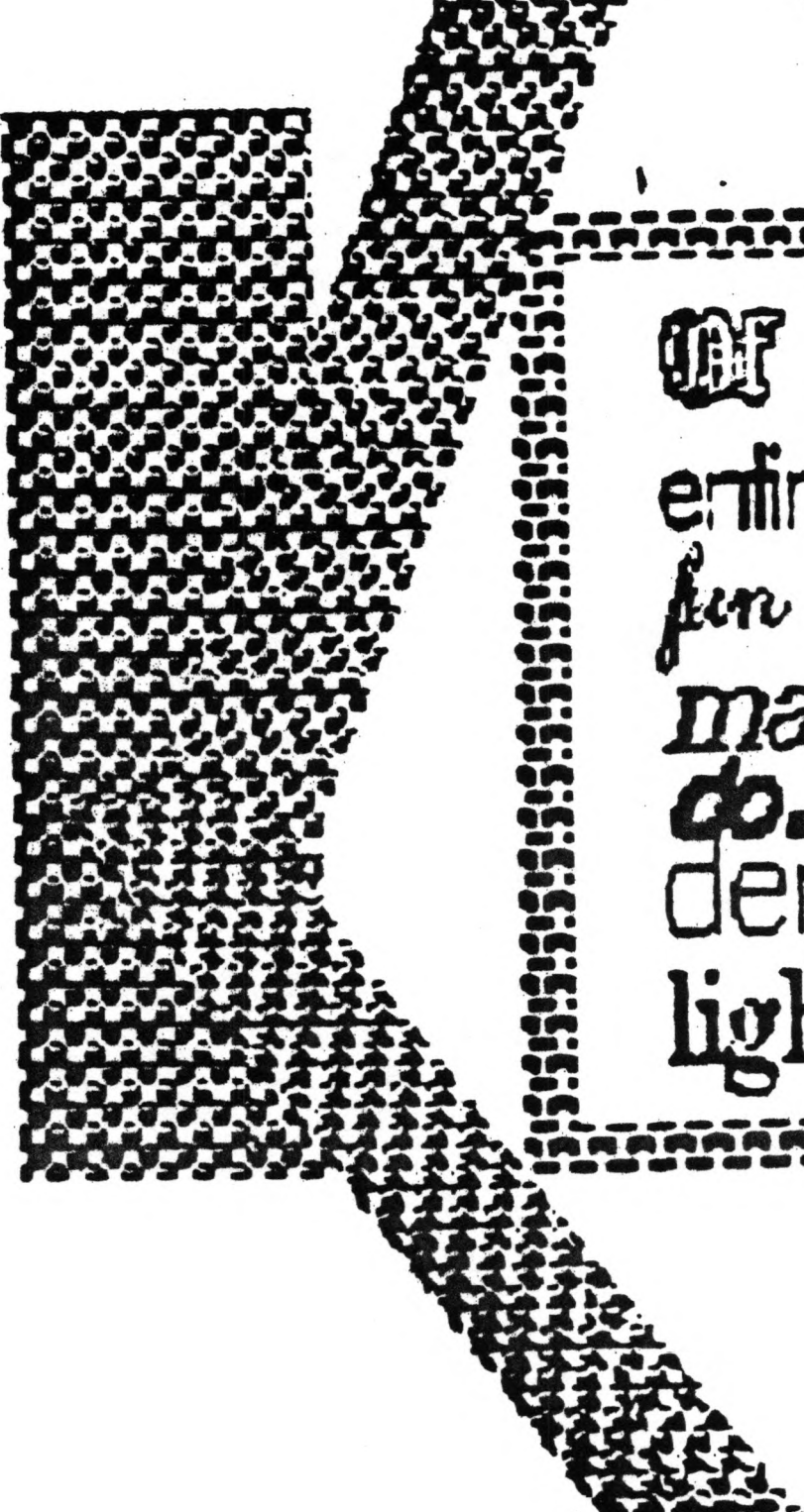


First Mindset

Users Group

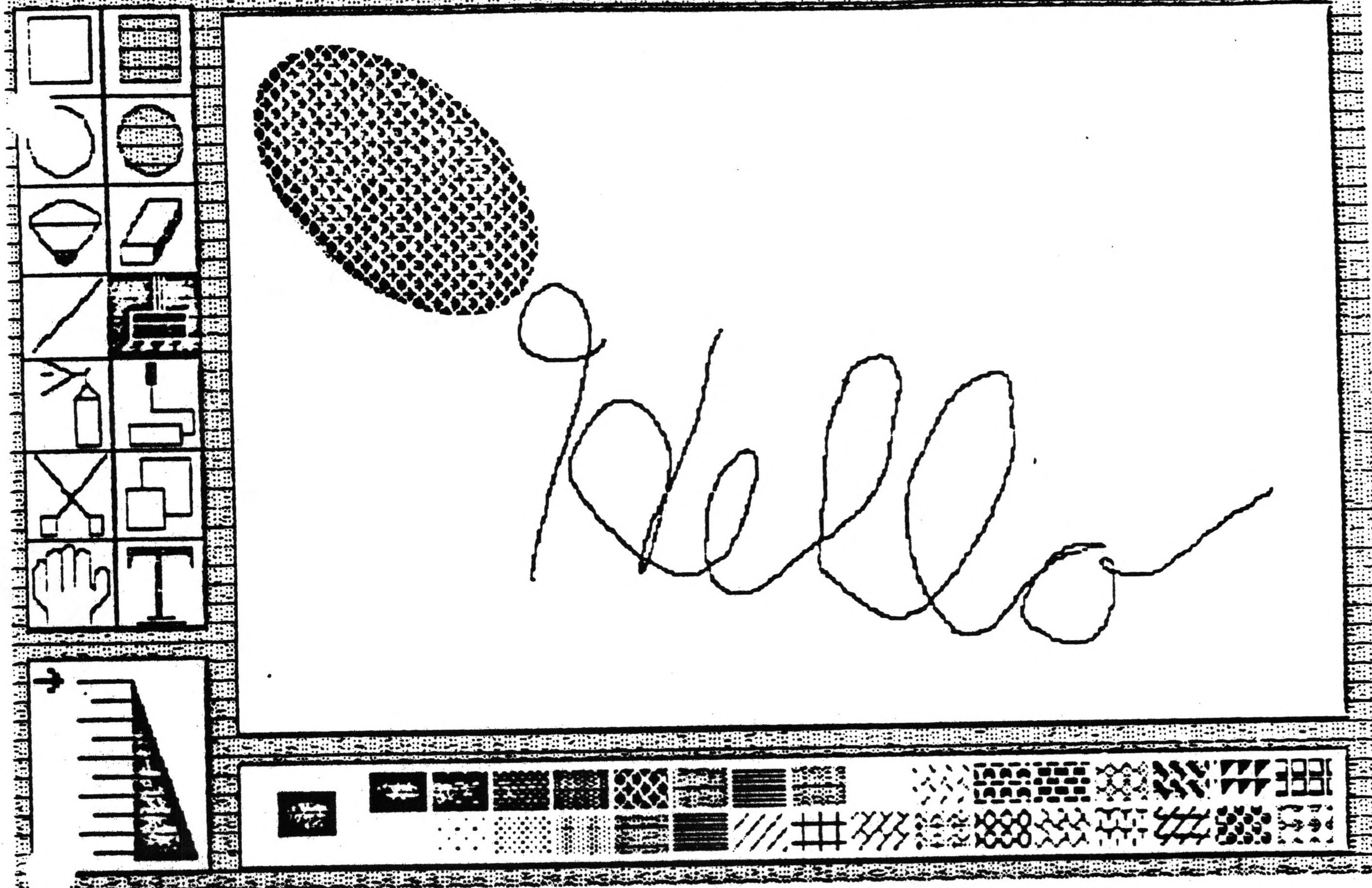
Newsletter #4

Welcome to the first issue of the FMUG Newsletter to be typeset by computer -- Mindset computer. PC Paintbrush from International Microcomputer Software, Inc. of San Rafael, California, who developed 4-Point Graphics Plus for Mindset, is a MacPaint Clone *par excellence*. This text is being typed in directly from the Mindset keyboard with PC Paintbrush's 5-by-8 bit font in the 640-by-480 pixel graphics mode. It's not very well suited to word processing, and is not intended to be, but is fine for creating spiffy openings for user group newsletters. For instance, there's no insert, or search and replace, but backspace is destructive and works fine as long as you don't perform some other function while typing. When you hit return, the text cursor returns to where you first positioned it and skips a line. To print this as single-space, I move the cursor up a line every time I hit return. Sometimes while I'm typing the mouse rolls a bit, the cursor moves off the drawing area, and I lose my text cursor. Also, since my Sears monitor flashes in this high-res mode, this sort of writing is not very good for my eyes.

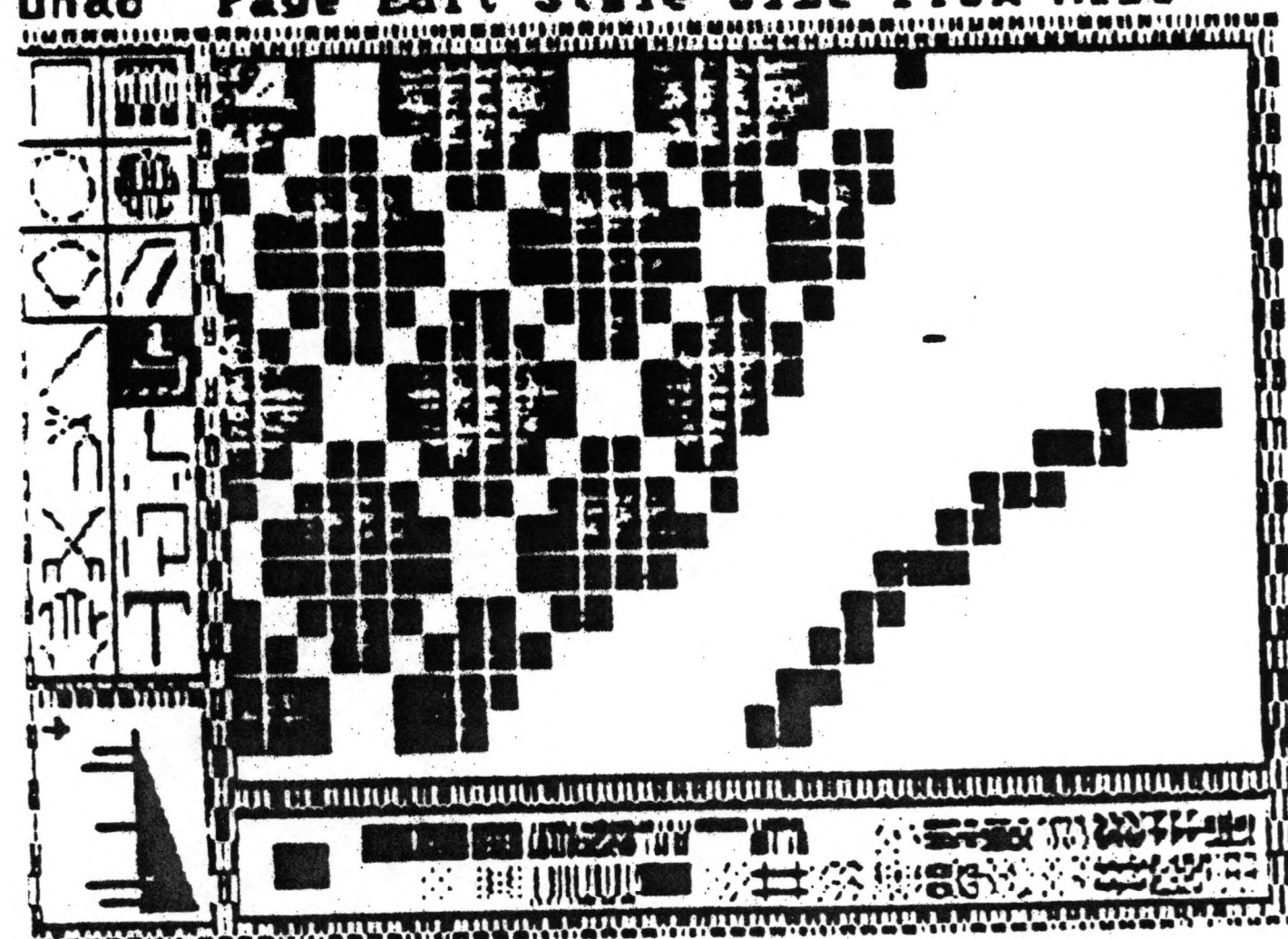


Of course, it would be impractical to set the entire newsletter this way, but I thought it would be fun for readers to see some of the things this marvelously versatile graphics program can do. The fonts used in this box, in order, are Old English, Sanserif, script, light, computer, Euro, and Roman.

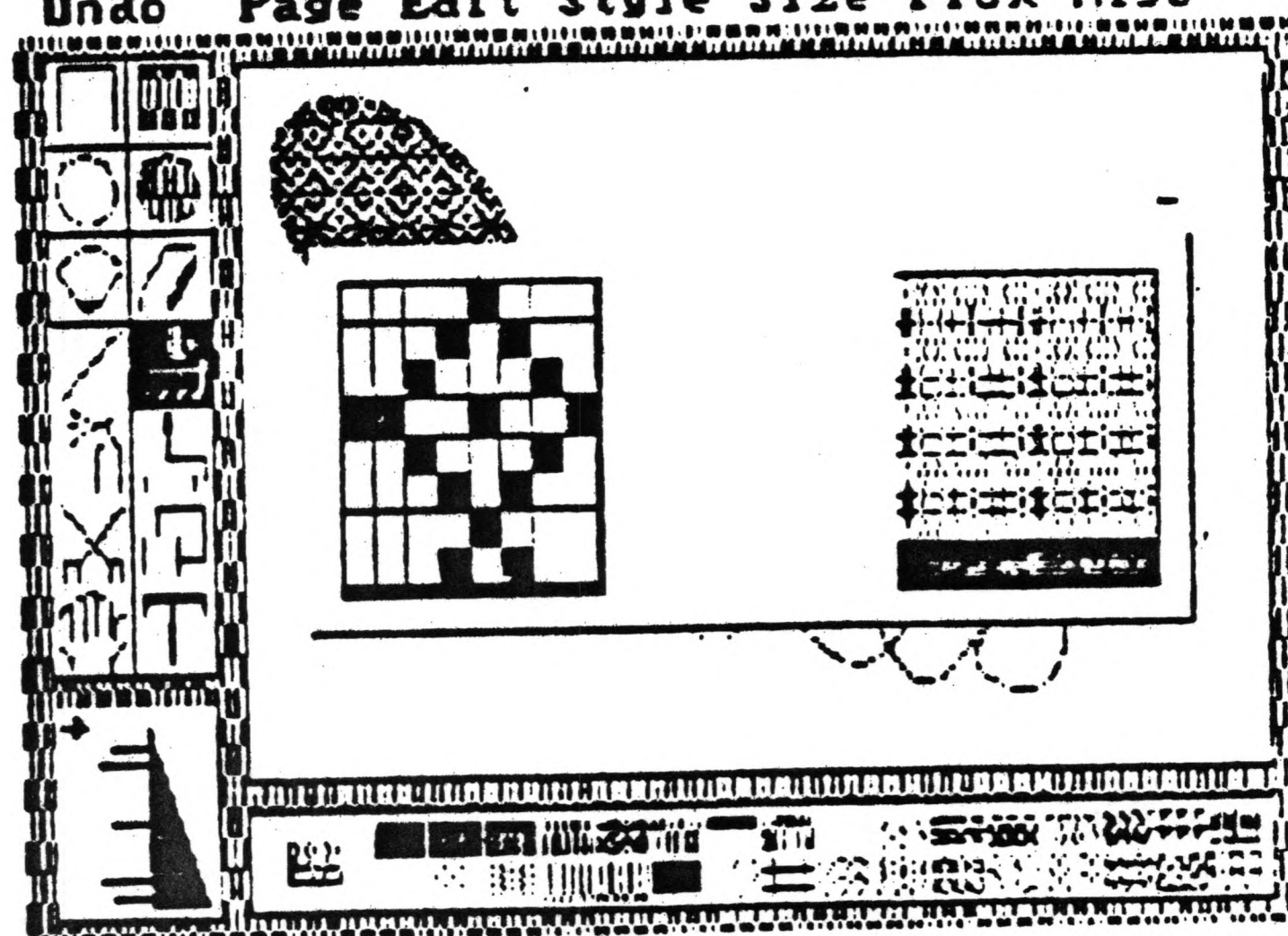
Undo Page Edit Style Size Pick Misc



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The preceding page contains several representative PC Paintbrush screens. You can see all the tools in the icon menu on the left, and the different pull-down menus named at the top of the screen. Undo is very handy for trying a lot of different things quickly, and there's also a local Undo for setting up or part of the last thing you drew without disturbing the rest of your drawing. There are numerous print styles, most of which can be printed in light, medium, or bold, with any or all of the following options: italics, underline, outline, shadow, and kerning (proportional), in any of eight sizes.

The top four icons are used for drawing hollow and filled circles, ellipses, and rectangles. The next two are erasers; the left erases only the current color or pattern, and the right erases everything. The line icon is used for rubber-band line drawing, and the paintbrush is the normal brush, which can be set to a number of different shapes and sizes. The sprayer, also adjustable, is used for an airbrush effect, and the paint roller to fill enclosed areas with a pattern or color. The scissors are used for cut and paste operations with rectangular picture areas -- "clips" are stored in disk files, and you can access any number of clips with the mouse once you've typed the names in with a clever rotating pull-down directory system. The "boxes" next to the scissors are used with the "Pick" pull-down menu to mirror, invert, enlarge and reduce, and skew any-sized picture area. This function, a new feature, is implemented quite well -- for instance, the transformed area can be placed anywhere on screen, leaving the original unaltered.

Since the total drawing area is one full screen (unfortunately not higher, as in MacPaint), you must use the hand icon to move the "paper" around underneath the menus to get to the part you want to draw on. Lastly, the "T" icon is used for typing in text. The gauge in the lower left corner sets the size for brush, line, and geometric figure drawing.

PC Paintbrush's Fatbits display (no suit from Apple over the name?) is depicted on the lower left of page two. There are two levels of magnification for fine-detail work. A tiny box showing the unmagnified area you're working on is in the upper left corner of the drawing area.

Also shown page two is the Edit Pattern display. As you manipulate bits in an eight-by-eight matrix in the left box, the right box shows the current repeated pattern in true size.

Although PC Paintbrush is by no means perfect -- for one thing, it would be nice to be able to edit fonts -- it's a great program, and one every Mindset owner should have. It's the first graphics program for the Mindset that supports all of the machine's graphics modes, and is very reasonably priced as well. We'll be giving more coverage to this remarkable program in future issues of the newsletter.

IMPORTANT NEWS--

The next meeting of the First Mindset Users Group will take place at Mindset Corporation headquarters in Sunnyvale, on the evening of Monday, February 11. We will rendezvous at the main office at 317 North Mary at 7:00 P.M., where company representative Jim Hannon will meet us and give us a guided tour of the company facilities. There will be a demonstration of the Video Production System using a video camera, other demos, and possibly some surprises. Call David Duberman at (415) 668-8352 for further information.

OTHER NEWS

A couple of items in the February issue of Byte magazine are of interest to Mindset owners. Micro Mart, a chain computer retailer in the Southeast, is getting out of the Mindset line, and is advertising a two-drive 256K system including mouse for \$1795. Also, Advanced Micro Devices (AMD), a Silicon Valley pioneering chip firm, has come out with a 10-megahertz version of the 80186, Mindset's CPU. Although there was an 8-megahertz version of the chip available at the time, Mindset chose to use the 6-megahertz 80186 because it was more readily available.

We hear the CompuShop, the Texas-based chain of retailers, originally the only retail outlet for Mindset in Northern California, has also decided not to sell the computers any more. Their salespeople are telling prospective customers for the Mindsets being remaindered at prices similar to Micro Marts that the company has decided to market the machine vertically, that is directly to business users. CompuShop stores currently have some great deals on Mindset software and peripheral hardware.

WE GET LETTERS.....

Marinus Lutz of Japan has been in touch several times requesting information for a 3D xray project he's working on. He's not yet an owner, but is very much interested in possibly using a Mindset to extrapolate with software a three-dimensional representation of a body area from two sets of x-y-z coordinates, in order to spare medical patients the ordeal and danger of many sets of xrays. If you have knowledge of such software, contact Mr. Lutz at 202 Watanabe Apts., Sakamachi, Shingjukuku, Tokyo F160, Japan.

Following is a listing of the FMUG Public Domain Disk Library, compiled by David Mentley. For any or all, send blank formatted disks and a postpaid return mailer or \$4 each to: FMUG, 355 15 Ave. #5, San Francisco, CA 94118. Membership in FMUG is \$15 a year.

FMUG 1 - UTILITIES			02-01-1985
ABSTRACT.DOC	DISRTN .EXE	FREE5 .COM	RANDISK .DOC
ALTER .COM	DOSKEYS .BAS	FREE5 .DOC	RANDISK .SYS
ALTER .DOC	DOSKEYS .DOC	HFX .BAS	SD20 .COM
AREACODE .EXE	DSKPM2 .BAS	HIDEFILE .BAS	SD20 .DOC
ASTDOC .BAT	FASTDISK .COM	KEYREDEF .BAS	SHFTBS .COM
BEEP .COM	FILEMCD .ASC	KEYS .BAS	SHFT12M .COM
CALC .EXE	FILTER .BAS	PARTCOPY .EXE	SUPERDRV .COM
CLIP .COM	FIXDEL .EXE	PATCH255 .ASC	TUNE .COM
COMMAND .COM	FIXIT .BAS	POKEPEEK .DOC	UTSCAN .BAS
CONFIG .SYS	FREE4 .COM	PR255 .ASM	56256 Bytes
CRETURN .BAS	FREE4 .DOC		

FMUG 2 - C STUFF			02-01-1985
ANSI .SYS	COLORS .C	LIFE1 .EXE	SQUARE .C
ARTIL .C	COLORS .EXE	LIFECODE .C	SQUARE .EXE
ARTIL .EXE	COMMAND .COM	LIFEFORM .C	TERMENJ .C
BIOSCODE2 .C	CONFIG .SYS	OTHELLO .C	TERMENJ .EXE
BIOSCODE .C	DUMP .ASM	OTHELLO .EXE	TERMENJ5 .BAS
BOX .C	DUMP .EXE	README .DOC	37868 Bytes
BOX .EXE	LIFE1 .C	README2 .DOC	

FMUG 3 - BATCH TUTORIAL			02-01-1985
ALDIR .BAT	MORE .COM	SIDIR .DIR	FIND .BAT
ALDIR .DIR	PARSER .INC	SLASH .ASM	FIND .REM
AUTOEXEC .BAT	QDISPLAY .INC	SLASH .COM	FUNKY .BAT
CATALOGS	QGETKEY .INC	TESTERR .BAT	FUNKY .REM
COMMAND .COM	QUERY .ASM	TESTF .BAT	PERFORM .REM
EXDIR .BAT	QUERY .COM	TESTFIND .BAT	QUERY .BAT
EXDIR .DIR	Q CMDS .INC	TESTQ .BAT	QUERY .REM
EXTCODES .REM	README .Q31	TESTSET .BAT	RUNME2 .BAT
FILELIST	READTHIS .TO	TO C .BAT	RUNME3 .BAT
FINDFILE .ASM	RUNME .BAT	WHAT .ASM	SLASH .REM
FINDFILE .COM	SETDISK .ASM	WHAT .COM	WHAT .BAT
FUNKY .ASM	SETDISK .COM	ELEM .REM	WHAT .REM
FUNKY .COM	SIDIR .BAT	EPILLOG .REM	146432 Byte

FMUG 4 - BASIC GAMES			02-01-1985
AUTOEXEC .BAT	CHASE .DOC	KINGDOM .BAS	VAMPIRE .BAS
BLACKBOX .BAS	COMMAND .COM	KSCOPE .BAS	WNTLL .BAS
BLAKJAK .BAS	CRAZY8 .BAS	MORSECOD .BAS	WUMPUS .BAS
BMENUD .BAS	GBASIC .EXE	OTHELLO .BAS	177152 Byte
CHASE .BAS	HANGMAN .BAS	SERPENT .BAS	

FMUG 5 - POPDEMO			02-01-1985
AUTOEXEC .BAT	IDA FRUT	IDA_LND2	MINDSET
COMMAND .COM	IDA_ICON	IDA_LND3	POPDEMO .EXE
FONT1	IDA_LAND	IDA_LND4	PROSWARE
FONT2	IDA_LND1	IDA_PEPL	19456 Bytes
FONT3			

FMUG 6 - BIT BLIT DEMO			02-01-1985
BUSER .INC	DEMELL .ASM	DEMSIM .ASM	SATURN .ASM
COMMAND .COM	DEMELL .OBJ	DEMSIM .OBJ	SATURN .OBJ
COPYRT .ASM	DEMPAL .ASM	DEMSMD .ASM	SATURNX .BAS
DEMBLT .ASM	DEMPAL .OBJ	DEMSMD .OBJ	SATURNX1 .BAS
DEMBLT .EXE	DEMPAL .ASM	DEMST2 .ASM	SATURNX2 .BAS
DEMBLT .OBJ	DEMPAL .OBJ	DEMST2 .OBJ	SLANTPL .ASM
DEMC .ASM	DEMPOL .ASM	DEMAMD .ASM	UTILS .ASM
DEMC .OBJ	DEMPOL .OBJ	DEMAMD .OBJ	UTILS .INC
DEMCH .ASM	DEMSAT .ASM	LINKLIST	UTILS .OBJ
DEMCH .OBJ	DEMSAT .OBJ	POPALARM .EXE	115712 Byte

FMUG 7 - UTILITIES

ALPHAEX.BAS	CRC4.COM	LPT12SET.BAS
BLUEBERRY.BAS	D&CFORM.BAS	MENUPRINT.BAS
BLUEBERRY.DOC	EASYNORD.BAS	NECLABEL.BAS
BLUEBERRY2.DOC	EPSONSET.BAS	NICELIST.BAS
BLUEMENU.BAS	ESCKEY.BAS	PC-COLOR.BAS
BOXINGBOX.BAS	FILEDATE.BAS	PCADD.GRA
BOXINPUT.BAS	GAGFORM.BAS	PEEMPRNT.BAS
BUSCHECK.BAS	HEADCLN.BAS	PRINTCALL.BAS
CALULATE.BAS	HEXPRINT.BAS	PROG-HEAD.BAS
CHEXFORM.BAS	HEXSAY.BAS	QUICKBOX.CLR
CHRPRNT.BAS	IPYLABEL.BAS	RANDSEED.BAS
CIRCLE.GRA	KEYSET.BAS	SAMPLE.TWD
COLORSEE.CLR	LABELPRO.BAS	SAVINGS.BAS
COMPOUND.BAS	LISTSKIP.10P	SHOWBOX.BAS
CRC.TXT	LISTSKIP.17P	SIXBOXES.BAS

02-01-1985

STARTUP.BAS
STARTUP.CLR
TASKLIST.BAS
TESTWRT.BAS
TESTWRT.BAS
TESTWRT.DOC
TIMESHOW.BAS
WEIGHTFM.BAS
WORKFILE.BAS
WORKFILE.DAT
YESCARD.BAS
YOURMENU.BAS
ZIPCLEAR.BAS
14326 Bytes

FMUG 8 - GENEALOGY

ALPHAMAR.BAS	DIRECTOR.BAS	LISTMAR.BAS
ALPHAPER.BAS	DISPLAY.BAS	LISTPCI.BAS
APPENDIX.BAS	FAMILY.BAS	LISTPER.BAS
CRC.TXT	GENERAL.BAS	MENU.BAS
CRC4.COM	INDEXMAR.BAS	PEDIGREE.BAS
CREATMAR.BAS	INDEXPC.BAS	PRINTMAR.BAS
CREATORD.BAS	INTRODUC.BAS	PRINTPER.BAS
CREATPER.BAS		

02-01-1985

REFERENC.BAS
TABLEOFD.BAS
UPDATMAR.BAS
UPDATORD.BAS
UPDATPER.BAS
USINGTHE.BAS
13312 Bytes

FMUG 9 - FREEWILL

BANNER.ASC	FREEWILL.ASC	PAGEIX.ASC
C2.BAT	FREEWILL.DOC	PAGEV.ASC
CRC.TXT	PAGEII.ASC	PAGEVI.ASC
CRC4.COM	PAGEIII.ASC	PAGEVII.ASC
DISCLAIM	PAGEIV.ASC	PAGEVIII.ASC

02-01-1985

PRINTING.DOC
TRUST
WILL
XXX
36864 Bytes

THE MINDSET SOUND EDITOR

The ISV Toolkit, the software development package that provides function calls for "C" and Pascal programmers, also includes a graphics editor called Ida, and a sound editor called simply "Editor". The sound editor is an attempt to give the Mindset user easier access to the custom sound chips in the machine. GW Basic permits only limited manipulation of their possibilities. The editor, on the other hand, provides a dedicated "control panel" that permits the user to create virtually any sound or combination of sounds the Mindset is capable of. The control panel displays as a set of "gauges" on the screen that can be adjusted to control frequency, amplitude, attack/decay, AM modulation, FM modulation, and FM frequency ramping. In addition, a noise and sound mask are provided. If you know as little about sound and music as I do some of these terms may seem incomprehensible. That is not terribly important. The tool is designed for learning by doing. A given "gauge", say the frequency gauge, can be adjusted with either the left-right cursor control keys or by simply inputting a number corresponding to the frequency. The resultant note can be played by hitting function key 10. Consequently one does not have to be a musical expert to master the tools. One simply fiddles with the dials and knobs and listens to the results. Of course the musical expert will be able to exploit the system's possibilities more quickly and more intelligently.

Different parameters are selected by moving the up-down cursor keys. The selected parameter is highlighted (The panel is in color) in pink. In addition to the gauges, single letter commands can be issued at the keyboard to build sound lists (sequences of sounds which can be played back at a single key stroke), save the sound list to disk, or load a previously save soundlist back into memory. These commands constitute a crude editor, the limitations of which quickly become exasperating. Altogether, there are 19 single key commands including Append a sound to the soundlist (the sound generated by the current settings of the gauges), Get a previous sound from the soundlist (whereupon the editor prompts you for the numerical position of the sound in the list, and makes it the current sound, adjusting all the gauges to the correct parameters), and Display the soundlist (which displays all the parameter values associated with each sound). The duration of the sound may be specified and a pattern of sounds may be repeated up to 255 times by "looping." Looping involves placing a Begin-loop command in the sound list and an eNd loop command followed by the number of times the pattern is to be repeated. Loops, unfortunately, cannot be nested.

Almost immediately I began wanting commands not on the list. Music, after all, consists largely of repeated patterns, and repeating a pattern of sounds with the editor is a laborious processes, requiring that each sound in the pattern be gotten from the sound list and then append to the end. A tool similar to the "block move" in word processing would be helpful. In

fact, all the standard block actions would be an improvement -- the ability to create, move, delete, and copy a block within a file or to another file, or the ability to read in a soundlist from disk and append it to the current one. Another nice feature would be the ability to play a block independent of the whole sound list. Listening repeatedly to the entire sound list in order to gauge the effect of the last two or three sounds is a time consuming process.

The problem with such complaints is that there is no alternative. If you are dissatisfied with your wordprocessor, there are 250 on the market. There is only one Mindset sound editor that I know of, so you are stuck. Developing a more complete one for a computer with such a small installed base seems like an exercise in financial gullability unless you do it purely for your own enjoyment.

The editor is not entirely bug free either. If you do not have the stereo module, never, and I repeat, NEVER change channels. It is a fatal error which requires more than a warm boot. You have to turn off the machine and start from scratch. Occasionally some incorrect input has caused the screen display to lose its bearings and creep upward with every carriage return, but this problem can be solved by hitting ESC, which rewrites the screen. I encountered a serious problem attempting to use the noise and sine masks. While the current sound could be altered using the noise mask and played back with F10, the modified sounds would not append to the soundlist, or rather, they could not be played back with F9 (which plays the entire soundlist) despite that fact that the editor clearly said the sounds were being appended. At one point, while using the sine mask, the whole screen became covered with a pattern of dashes and the machine froze. My recommendation for all users is save your files frequently. You never know what might happen next.

The documentation is skimpy, to say the least, about 9 pages. Considering the enormous potential of the hardware, and the complexity of the concepts involved, a few examples would have been helpful (Surely someone down at Mindset has come up with a way to make it sound like a fire engine or violin). I can only reiterate, however, there's no competition. You pay your money and you take your chances. All in all, considering the ISV Toolkit comes with a graphics editor as well as the "C" and Pascal routines, and all this for a mere 100 American dollars, you can hardly complain too vociferously. I have spent many evenings creating tiny, if somewhat peculiar, musical inventions using the editor. I say, check it out music lovers. You too may be another Lawrence Well.